IN THE CLAIMS

1. (Currently amended) An entertainment apparatus usable with which a voice input device for receiving a voice input from a player is usable, the entertainment apparatus comprising:

character control means for controlling the operation of a game character;

sound interval extracting means for extracting information of a relative sound interval from the voice of the player received through said the voice input device; and

sound volume extracting means for extracting information of a sound volume from the voice of the player received through said the voice input device; and

reference voice data storage means for storing voice data in advance as an evaluation reference for the relative sound interval and the sound volume of the voice to be inputted by the player;

wherein said character control means periodically compares the extracted information of the relative sound interval and the extracted information of the sound volume with the evaluation reference voice data, determines operation contents of the character based on the comparison,evaluates said extracted information of the relative sound interval and makes the character perform an operation according to a result of the evaluationcomparison.

2. (Currently amended) The entertainment apparatus according to claim 1, which further comprisinges; guide display means for indicating contents of the voice to be inputted by the player.

3. (Canceled)

4. (Currently amended) The entertainment apparatus according to claim 2, which further comprisinges; expression mode display means for indicating an expression mode of the voice to be inputted by the player.

5. (Currently amended) The entertainment apparatus according to claim 31, wherein:

the operation of said the character is shown by regenerating image data prepared in advance, and

said character control means changes a regenerating speed of said the image data on the basis of the difference between timing a time for indicating contents of the

voice to be inputted by ~~said~~ the player and a time ~~timing~~ for starting the input of the voice by the player.

6. (Currently amended) The entertainment apparatus according to claim ~~3~~1, wherein said character control means compares ~~said~~ the extracted information of the relative sound interval and the evaluation reference for ~~voice data of~~ the relative sound interval ~~as said evaluation reference,~~ and, as a result of the comparison, said character control means exaggerates an expression of the character ~~as~~ if the extracted information of the relative sound interval is higher than the evaluation reference for the relative sound interval ~~as the evaluation reference~~, and moderates the expression of the character ~~as~~ if the extracted information of the relative sound interval is lower than the evaluation reference for the relative sound interval ~~as the evaluation reference~~.

7. (Currently amended) The entertainment apparatus according to claim ~~3~~1, wherein said character control means compares ~~said~~ the extracted information of the sound volume and the ~~voice data of~~ evaluation reference for the sound volume ~~as said evaluation reference,~~ and, as a result of ~~this~~ the comparison, said control means exaggerates a behavior of the character ~~as~~ if the extracted information of the sound volume is larger than the evaluation reference for the sound volume ~~as the evaluation reference~~, and moderates the behavior of the character ~~as~~ if the extracted information of the sound volume is smaller than the evaluation reference for the sound volume ~~as the evaluation reference~~.

8. (Currently amended) A method for controlling the operation of a character in a game executed by an entertainment apparatus, comprising:

extracting information of a relative sound interval and information of a sound volume from voice data of a player upon receipt of a voice input of the player~~, and~~;

periodically comparing the extracted information of the relative sound interval and the extracted information of the sound volume with evaluation reference voice data, the evaluation reference voice data being prepared in advance and including an evaluation reference for the relative sound interval and the volume of the voice to be inputted by the player; and

changing the operation of the character ~~on the basis of said extracted information of the relative sound interval and said extracted information of the sound volume~~ based on a result of the comparison.

9. (Original) The method for controlling the operation of a character as recited in claim 8, wherein contents of the voice to be inputted by the player are displayed before the reception of the voice input of the player.

10. (Canceled)

11. (Currently amended) The method for controlling the operation of a character as recited in claim 9, wherein an expression mode of the voice to be inputted by the player is displayed together with the contents of the voice to be inputted by said the player before the reception of the voice input of the player.

12. (Currently amended) The method for controlling the operation of a character as recited in claim ~~10~~8, wherein:

the operation of ~~said~~ the character is shown by regenerating image data prepared in advance, and

a regenerating speed of ~~said~~ the image data is changed on the basis of the difference between ~~timing~~ a time for outputting the contents of the voice to be inputted by ~~said~~ the player, and a time ~~timing~~ for starting the input of the voice by the player.

13. (Currently amended) The method for controlling the operation of a character as recited in claim ~~10~~8, wherein ~~said~~ the extracted information of the relative sound interval and the ~~voice data of~~ evaluation reference for the relative sound interval ~~as said evaluation reference~~ are compared, and as a result, an expression of the character is exaggerated ~~as~~ if the extracted information of the relative sound interval is higher than the evaluation reference for the relative sound interval ~~as the evaluation reference~~, and the expression of the character is set to be moderate ~~as~~ if the extracted information of the relative sound interval is lower than the evaluation reference for the relative sound interval ~~as the evaluation reference~~.

14. (Currently amended) The method for controlling the operation of a character as recited in claim ~~10~~8, wherein ~~said~~ the extracted information of the sound volume and the ~~voice data of~~ evaluation reference for the sound volume ~~as said evaluation reference~~ are compared, and as a result, a behavior of the character is exaggerated as if the extracted information of the sound volume is larger than the evaluation reference of the sound volume ~~as the evaluation reference~~, and the behavior of the character is moderated ~~as~~ if the extracted information of the sound volume is smaller than the evaluation reference of the sound volume ~~as the evaluation reference~~.

15. (Currently amended) A storage medium having a program recorded therein, said program executable in an entertainment apparatus to be usable with a voice input device for receiving a voice input from a player, wherein said program causes causing the entertainment apparatus to perform the steps of:

sound interval extracting processing for extracting information of a relative sound interval from the voice of the player received through said the voice input device;

sound volume extracting processing for extracting information of a sound volume from the voice of the player received through said the voice input device; and

store evaluation reference voice data prepared in advance and including an evaluation reference for the relative sound interval and the sound volume of the voice to be inputted by the player;

character control processing for evaluating periodically compare said the extracted information of the relative sound interval and said the extracted information of the sound volume with the evaluation reference voice data; and

making make the character perform an operation according to a result of the evaluationcomparison.

16. (Currently amended) The storage medium according to claim 15, wherein said program further causes the entertainment apparatus further to perform guide display processing for indicating contents of the voice to be inputted by the player.

17. (Canceled)

18. (Currently amended) The storage medium according to claim 16, wherein said program further causes the entertainment apparatus further to perform expression mode display processing for indicating an expression mode of the voice to be inputted by the player.

19. (Currently amended) The storage medium according to claim 1715, wherein:

the operation of said character is shown by regenerating image data prepared in advance,; and

said character control processing periodically comparing includes changing a regenerating speed of said the image data on the basis of the difference between timing a time for indicating contents of the voice to be inputted by said the player and a time timing for starting the input of the voice by the player.

20. (Currently amended) The storage medium according to claim ~~17~~15, wherein ~~said character control processing~~periodically comparing includes comparing ~~said~~the extracted information of the relative sound interval and the ~~voice data of~~evaluation reference for the relative sound interval ~~as said evaluation reference~~, and as a result of the composition, exaggerating an expression of the character if ~~as~~the extracted information of the relative sound interval is higher than the evaluation reference for the relative sound interval~~as the evaluation reference~~, and moderating the expression of the character ~~as~~if the extracted information of the relative sound interval is lower than the evaluation reference for the relative sound interval ~~as the evaluation reference~~.

21. (Currently amended) The storage medium according to claim 17, wherein ~~said character control processing~~periodically comparing includes comparing ~~said~~the extracted information of the sound volume and the ~~voice data~~evaluation reference for ~~of~~the sound volume ~~as said evaluation reference~~, and as a result of the comparison, exaggerating a behavior of the character ~~as~~if the extracted information of the sound volume is larger than the evaluation reference for the sound volume~~as the evaluation reference~~, and moderating the behavior of the character ~~as~~if the extracted information of the sound volume is smaller than the evaluation reference for the sound volume ~~as the evaluation reference~~.

22. (Currently amended) A system comprising an entertainment apparatus and a program executable in ~~an~~said entertainment apparatus ~~to be usable~~for use with a voice input device for receiving a voice input from a player, wherein said program causes ~~the~~said entertainment apparatus to perform~~the steps of~~:

sound interval extracting processing for extracting information of a relative sound interval from the voice of the player received through ~~said~~the voice input device;

sound volume extracting processing for extracting information of a sound volume from the voice of the player received through ~~said~~the voice input device; ~~and~~

periodic comparison of the extracted information of the relative sound interval and the extracted information of the sound volume with evaluation reference voice data, the evaluation reference voice data being prepared in advance and including an evaluation reference for the relative sound interval and the sound volume of the voice to be received through the voice input device; and

character control processing for ~~evaluating said extracted information of the relative sound interval and said extracted information of the sound volume, and~~ making the character perform an operation ~~according to~~ <u>based on</u> a result of the ~~evaluation~~<u>comparison</u>.